Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences
Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners (Examencommissie-BK@tudelft.nl), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

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<tr>
<th>Personal information</th>
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<tr>
<td>Name</td>
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<th>Studio</th>
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<td>Name / Theme</td>
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<td>Teachers / tutors</td>
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put out fences on pedestrian ways to claim more space for commercial activities. Workers built up barbed wire on the external wall of factories to protect from thievery, and so forth. These are some everyday scenes we witnessed in Casablanca. All those are ad hoc interventions, which users adopt for solving particular problems they encounter daily with resources ready at hand. All those interventions reflect some underlying deficiencies in the built environment regarding the actual needs of users. These deficiencies, however, are not necessarily mistakes in the design, but the inevitable constraints in initial proposals to everyday usage. These interventions, which are done by users, evoke an architectural issue. How would architect position themselves towards those interventions, towards those different interpretations, actions and uses of original designs? Architects could choose between going against them or welcoming future changes and leaving space for that.

We can push this issue to a broader scope. In nowadays design, architects are facing with a more considerable indeterminacy concerning the programs, budgets and future uses of the space. While the skeletons of buildings tend to be functional for decades, programs will most likely change in 5 to 7 years. Nonetheless, buildings are also prone to engage with a higher complexity on users
in action. A city complex project could involve numerous entities, for instance, the community, authorities, investors, residents, visitors, shop owners, property managers. All those situations mentioned above are leading to a new position, an architectural open work, buildings open to interpret by different actors, open to various ways of actions, open to future changing of programs with significantly altering the original design.

Location:
Abattoir of Casablanca was a slaughterhouse located in the city centre. Covering an area of 5 ha, this modern industrial complex was constructed in 1922 with high hygiene and animal health standards. In 2002, the slaughterhouse moved to the outskirt of Casablanca, and the buildings became vacant. Since 2009, local authorities tried to plan a series of cultural events at the Abattoir and transformed the building complex into a “cultural factory”. Such program-oriented renovation did not receive a broad success, as they did not deal with those fundamental spatial deficiencies embedded in the complex. The original design of abattoir is an urban enclave, reinforced by its poor connections with surroundings, periphery walls, building clusters and highly enclosed singular buildings. Those spatial features are not fitting into its vision, a culture center open to the whole city. Bringing in new
programs alone could not reactivate the building; a thorough architectural transformation is needed.

### research questions and design assignment in which these result.

How to reactivating the abattoir with a design open to interpret? How to transform abattoir into a place where the interests of different entities, occasional visitors, local culture experts and residents from surrounding communities, could be fulfilled at the same time? How to make the transformation open to future’s re-programming and adjustments without greater physical alternation?

Transforming the original slaughterhouse complex into a culture park, dedicating to both programmed events like theatres, archives and un-programmed events, for instance, busking, as well as some daily uses.

1. A master plan design focusing on the communal space and its joints with more private space
2. A transformation toolbox cornering the original spatial features of abattoir
3. A pilot project, an in-depth transformation of one building, form, techniques and communication

### Process

**Method description**

The research of the thesis project will include three part:

First, a comprehensive study on the theoretical framework of previous researches on relevant discourses, indeterminacy or uncertainty in architecture, designs embracing changes overtime and complexity of the built environment. Cognitive models together with several physical paradigms have been constructed by reading and reflecting on the selected literature.

The second part is an in-depth study of the selected intervention site, Abattoir of
Casablanca. The study focuses on the spatial feature and spatial qualities of the original building complex, through a series of analytical drawings, schemes and mapping. The study covers Abattoir’s urban context, the complex and singular buildings. The last part of the research concentrates on the program, potential users and the spatial requirement of various activities. The study takes a typological approach, analysing the patterns of use in those potential programs and filtering them into three categories, introvert, extrovert and in-between space.

The design is a process of projecting abstract models into present situations of Abattoir. It starts by comparing the spatial features of current buildings with the patterns of future users, which leads to a tripartite intervention strategy, completing, juxtaposing or subverting the original design. For each strategy, a set of intervention tools will be developed. Other than focusing on a program-oriented master plan design, the interventions will concentrate on the communal space, the composition of the space of different patterns of use, and the joints where different types of space meet and intertwine with each other. The effective space of different entities would be divided into different layers and combined through a continuing system regulating the movement, interaction and manipulation of actors towards the physical environment. Finally, a pilot project will be selected and developed in-depth.

**Literature and general practical preference**

Literature:

1. Bernard Tschumi, Architecture In/of Motion (Rotterdam: Nai Publishers, 1997)
8. Klaske Havik, Veronique Patteeuw, Hans Teerds, Productive Uncertainty:
Reflection

Relevance
The value of this graduation project lies in two aspects:

The first part comes from the topic of architectural open work in relating to the broader discourse of indeterminacy and uncertainty in the field of architecture. The ad hoc interventions we detected on site have already proved a prevalent insufficiency of initial design from the architect. Such deficiency suggests an architectural position which embracing the complexity of given situation and welcoming different interpretations or uses from various actors in the built environment. Besides that, compared with the lifespan of constructions, those of programs or uses would be prone to be far shorter and alter several times. Making the design open to future changes would be an economically and strategically wiser solution.

The other importance lies in the method of the graduation project adopting. Other than a culture value-oriented or program oriented research, this study focuses on the fundamental spatial features and spatial qualities and develops intervention strategies upon whether the current space fits in for future patterns of use. Such a use-oriented analysis and design method could shed lights on the transformation of other industrial complex or existing buildings of little cultural-historical values.

Time planning

Q2 [Work on proposal for the new design]
Academic Year 2017-2018
Week 4.1 _ The theoretical literature
Week 4.2 _ Theoretical literature
Week 4.4 _ Theoretical literature
Week 4.5 _ Precedent study and research on existing buildings
Week 4.6 _ Research on the existing buildings and potential programs
Week 4.7 _ Conclusion of research parts and defining the project strategy
Week 4.8 _ Defining the project strategy and Research Methods Paper
Week 4.9 _ P2 Presentation: Principles of the project and initial conceptual proposal

Q3 [Finalize and elaborate the design in more detailed scales]
Academic Year 2018-2019
Week 1.1 _ Merging the analysis and the research with a stable design proposal
Week 1.2 _ Merging the analysis and the research with a stable design proposal
Week 1.3 _ Design proposal, intervention toolbox
Week 1.4 _ Design proposal, master plan level
Week 1.5 _ Design development, master plan level
Week 1.6 _ Design development, master plan level
Week 1.7 _ Design development, pilot project and design drawings
Week 1.8 _ Completing the design drawings
Week 1.9 _ P3 Presentation: Complete overview on the design

Q4 [Definition of the Design in all the technological and constructive details]
Academic Year 2018-2019
Week 2.1 _ Fixing the design issues unrevealed by P3
Week 2.2 _ Design development, pilot project
Week 2.3 _ Design development, pilot project
Week 2.4 _ Design at a lower scale, techniques and communication
Week 2.5 _ Design at a lower scale, techniques and communication
Week 2.6 _ Design at a lower scale, techniques and communication
Week 2.7 _ Drawings and physical modeling
Week 2.8 _ Drawings and physical modeling
Week 2.9 _ P4 Presentation: Elaborated Design

Six Weeks after: P5 Presentation – GRADUATION